

A3
13. (Amended) The medium of claim 1 in which the image texture includes an outer surface and the outer surface is of the same dimensions in each of the plural respective views of the image texture.

A4
16. (Amended) A computer method of applying a texture map to an image surface in a graphics image rendered on a computer display screen, comprising:

identifying plural adjacent regions of the image surface to which regions the texture map is to be applied;

determining a user viewing angle for each of the plural regions;

correlating each viewing angle with a texture map tile corresponding to the viewing angle; and

rendering the texture map tiles simultaneously at the adjacent regions on the computer display screen to form the texture map on the image surface.

17. (Amended) The computer method of claim 16 in which the texture map tile corresponding to the viewing angle for each region is one of plural predetermined texture map tiles stored in a computer memory.

18. (Amended) The computer method of claim 16 in which the texture map tile corresponding to the viewing angle for each region is calculated based upon the determining of the viewing angle.

19. (Amended) The computer method of claim 16 in which determining a viewing angle for each region includes determining only one viewing angle for the region corresponding to angles within only one imaging plane.

21. (Amended) The computer method of claim 16 in which determining a viewing angle for each region includes determining two viewing angles corresponding to angles within two transverse imaging planes.

A5
23. (Amended) The computer method of claim 16 in which determining a viewing angle for each region includes determining only one viewing angle for the region corresponding to angles within only one imaging plane.

A6
27. (Amended) A method of generating a tile data structure in a computer readable medium representing an image texture for a tiled texture mapping, comprising:

determining plural selected viewing angles for viewing simultaneously plural adjacent tiles of the image texture;

correlating each of the plural selected viewing angles to a predetermined range of viewing angles that includes the selected viewing angle, immediately successive predetermined viewing angle ranges being correlated to adjacent tiles of the image texture; and

forming for each of the selected viewing angles a data structure that includes plural projections of the image texture relative to the selected viewing angles of plural adjacent tiles to be viewed simultaneously.

A7
34. (Amended) In a computer readable medium, computer software instructions for applying a texture map to an image surface in a graphics image rendered on a computer display screen, comprising:

software instructions for identifying plural adjacent regions of the image surface to which regions the texture map is to be applied;

software instructions for determining a viewing angle for each of the plural regions;

software instructions for correlating each viewing angle with a texture map tile corresponding to the viewing angle; and

software instructions for rendering the texture map tiles at the adjacent regions on the computer display screen to form the texture map on the image surface.

35. (Amended) The medium of claim 34 in which the texture map tile corresponding to the viewing angle for each region is one of plural predetermined texture map tiles stored in a computer memory.

36. (Amended) The medium of claim 34 in which the texture map tile corresponding to the viewing angle for each region is calculated based upon the determining of the viewing angle.

37. (Amended) The medium of claim 34 in which the texture map tile corresponding to the viewing angle for each region is of a predetermined tile structure and includes an oblique parallel projection the predetermined tile structure.

38. (Amended) The medium of claim 34 in which the texture map tile corresponding to the viewing angle for each region is of a predetermined tile structure and includes a morphing of the predetermined tile structure.

39. (Amended) The medium of claim 34 in which in which the texture map tile corresponding to the viewing angle for each region is of a predetermined tile structure and includes a manually formed rendering of the predetermined tile structure.

40. (New) A computer method of applying a texture map to an image surface in a graphics image rendered on a computer display screen, comprising:

identifying a region of the image surface to which region the texture map is to be applied;

determining a viewing angle for the region;

correlating the viewing angle with a texture map tile corresponding to the viewing angle; and

rendering the texture map tile at the region on the computer display screen.

41. (New) A method of generating a tile data structure in a computer readable medium representing an image texture for a tiled texture mapping, comprising:

determining plural selected viewing angles for viewing the image texture;

correlating each selected viewing angle to a predetermined range of viewing angles that includes the selected viewing angle; and
forming for each of the selected viewing angles a data structure that includes a projection of the image texture relative to the selected viewing angles.

42. (New) In a computer readable medium, computer software instructions for applying a texture map to an image surface in a graphics image rendered on a computer display screen, comprising:

software instructions for identifying a region of the image surface to which region the texture map is to be applied;

software instructions for determining a viewing angle for the region;

software instructions for correlating the viewing angle with a texture map tile corresponding to the viewing angle; and

software instructions for rendering the texture map tile at the region on the computer display screen.

Remarks

Claims 1-42 are in the application. Claims 1, 16, 27, 34, and 40-42 are in independent form. Reconsideration is requested.

Claims 1-13, 15-24, 26-31 and 33-39 stand rejected under 35 U.S.C. 103(a) for obviousness over Strandberg (6,054,999). Applicants respond as follows.

With regard to independent claim 1 the Examiner states that Strandberg discloses "plural data structures representing plural respective views of the image texture (Figure 1; 7, where the stored torso images are considered tile)." Applicants respond as follows.

The Examiner states that "the stored torso images are considered tiles." The Examiner is allowed to interpret claim language as broadly as is reasonable. Applicants submit, however, that the Examiner's interpretation is improperly broad and unsupported by the art. There is no teaching or suggestion